

GAME BOY ADVANCE

RISK

BRAND

THE GAME OF GLOBAL DOMINATION



AGB-B66E-USA

BATTLESHIP

THE CLASSIC NAVAL COMBAT GAME

BRAND



3 GAME
PACK!

CLUE

BRAND

INSTRUCTION BOOKLET



DSI
GAMES

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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Introduction

Your favorite family games are back! Three of the best known family game classics have been faithfully recreated for your Game Boy® Advance. Against the computer or against your friends, have hours of fun by playing Risk®, Battleship®, and Clue™!

Risk® - In this classic "Global Domination" game of military strategy, you are battling to conquer the world. To win, you must launch daring attacks, defend yourself on all fronts, and sweep across vast continents with boldness and cunning. But remember, the dangers, as well as the rewards, are high. Just when the world is within your grasp, your opponent might strike and take it all away!

Battleship® - Take command of a task force of 5 ships and by using your skill and logic, can you be the first to sink all 5 of your opponent's ships before they can sink yours?

Clue™ - Welcome to Tudor Mansion. Your host, Mr. John Boddy, has met an untimely end - he's the victim of foul play. To win this game, you must determine the answer to these three questions: Who did it? Where? And with what Weapon?

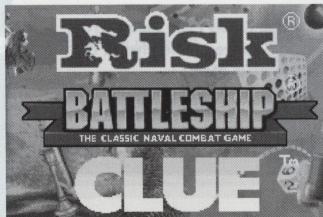
Getting Started

Correctly insert the Risk®, Battleship®, and Clue™ Game Pak into your Game Boy® Advance system. Switch the Game Boy® Advance on. The title screen should appear. If the title screen fails to appear, return to step 1.

WARNING : Inserting a Game Pak when the system is already on might result in damage to the Game Pak.

Main Menu

Risk®, Battleship®, and Clue™ are all readily accessible from the Main Menu by moving the flashing highlight.



Main Menu Controls

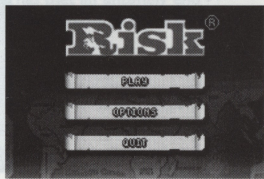
MAIN MENU CONTROLS	ACTIONS
Control Pad Up	Move Up
Control Pad Down	Move Down
A Button	Select

Risk®

Upon selection of Risk® from the main menu, you are taken to the Risk® title screen.

Press START to continue.

You are then presented with the Risk® Main Menu. From here you can play either a 1 or 2 player game, change the game options, or return to the Main Menu.



Risk®: Options

By selecting Options from the Risk® main menu, you can set the number of computer players and turn on or off the music and sound effects.

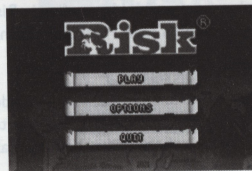
Risk®: Options Menu Controls

The options screen controls are as follows:

OPTIONS MENU CONTROLS		ACTIONS
Control Pad Up		Move Up
Control Pad Down		Move Down
A Button		Change Selection

After setting the starting your options, you're ready to play Risk®.

Selecting PLAY from the Risk® main menu begins the game.



Risk®: The Game

The aim of Risk® is to conquer all of the territories on the map. Before the game can begin, you must place your armies on the map. Each player is given a specific number of armies.

The players then take it in turns, to place their armies in a territory until each territory has one army in it. The remaining armies can then be placed,

At the start of each player's turn, they are given a number of armies with which they can place in any of their territories.

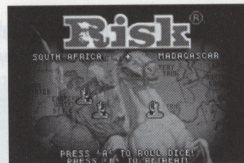
The number of armies awarded is dependant on a number of factors: the number of whole continents the player occupies, the number of territories held by the player, and any armies that are received by trading in Risk® cards. The player will always receive a minimum of 3 armies on a turn, regardless of the number of territories held.

ATTACKING

On their turn, a player may decide to attack a neighboring territory in order to capture that territory. You may only attack a territory that's adjacent to one of your own, or connected to it by a dashed line. You must always have at least two armies in the territory they're attacking from.



A player may continue attacking one territory until they have eliminated all armies on it, or they may shift their attack to another. To attack, select both the territory you're attacking from and the one you're attacking. Once this has been selected, the dice are rolled and the result displayed. The result of a battle is shown by an arrow pointing towards the losing army. In case of a tie, the defender always wins.



When an attacking player defeats the last opposing army on a territory, they capture that territory. Before ending your turn, you can send reinforcements to one of your territories from an adjacent territory. If a player captures an opponents last territory, they win any RISK cards that player has collected.

At the end of your turn, if you have captured at least one territory, you will earn one RISK card. By collecting sets of 3 cards, either three of the same card, or one of each card, you can use them to obtain more armies on your next turn.



Risk®: Onscreen Information

Information displayed onscreen is as follows:

- The Tactical, Cards, and End Turn icons are shown at the left of the screen.
- The number of armies in a territory are shown in the colored boxes
- The current game phase is shown at the top right of the screen.
- The attacking and attacked territories are shown at the bottom left of the screen.



Risk®: Controls

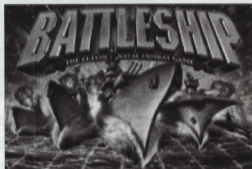
The game is played using the following controls:

GAME CONTROLS	ACTIONS
Control Pad Up	Move Cursor Up
Control Pad Down	Move Cursor Down
Control Pad Left	Move Cursor Left /Decrease number of armies
Control Pad Right	Move Cursor Right/Increase number of armies
A Button	Select
B Button	Back
L Button	Not Available
R Button	Not Available
START	Pause Game
Select	Quit Game

Battleship®

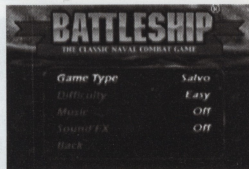
Upon selection of Battleship® from the main menu, you are taken to the Battleship® title screen.

Press START to continue.



Battleship®: Options

By selecting Options from the main menu, you can select the game type, the difficulty level, and turn on or off the music and sound effects.



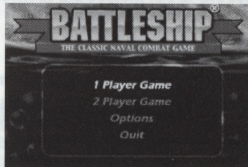
Battleship®: Options Menu Controls

The Options Menu screen controls are as follows:

OPTIONS MENU CONTROLS		ACTIONS	
Control Pad Up		Move Up	
Control Pad Down		Move Down	
A Button		Change Selection	

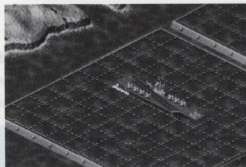
After setting the starting your options, you're ready to attempt Battleship®.

From the Battleship® Main Menu, select 1 Player to play against the computer, or 2 player to play another player.



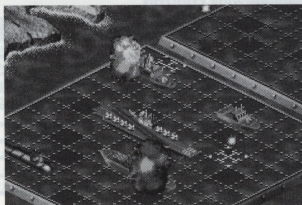
Battleship®: The Game

Before starting the game of Battleship®, the player's ships must be positioned. If you have selected Random Fleet Setup, the fleet will be placed in random positions. If Manual Fleet Setup has been selected, the player must place their ships one by one, pressing the B Button to rotate them and A Button to place them.



Once all the ships have been placed, the game can begin. By moving the cursor, and pressing A Button to select a target square, you must try to guess where the other player has hidden his fleet. The number of shots that you have depends upon how many ships you have remaining in your fleet. If you are playing in Salvo mode, you must target all of your available shots before they are fired. In Normal mode, each shot is targeted and fired individually.

The winner is the player who destroys their opponent's fleet first.



Battleship®: Onscreen Information

Information displayed onscreen is as follows:

- Player 1's fleet is shown in the lower left ocean area.
- Player 2's fleet is shown in the upper left ocean area.



Battleship®: Controls

The game is played using the following controls.

GAME CONTROLS	ACTIONS
Control Pad Up	Move Cursor Up
Control Pad Down	Move Cursor Down
Control Pad Left	Move Cursor Left
Control Pad Right	Move Cursor Right
A Button	Select
B Button	Rotate Ship
L Button	Not Available
R Button	Not Available
START	Pause Game
Select	Quit Game

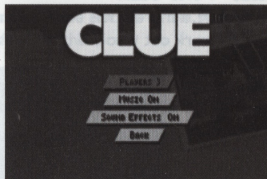
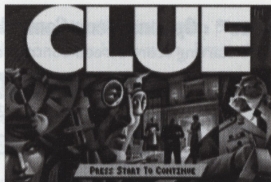
Clue™

Upon selection of Clue™, you are taken to the Clue™ title screen.

Press START to continue.

Clue™: Options

By selecting Options from the main menu, you can set the number of players between 1 and 4, and turn on or off the music and sound effects.



Clue™ : Options Menu Controls

The starting score screen controls are as follows:

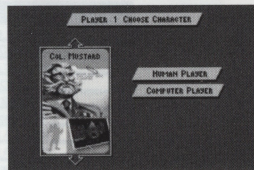
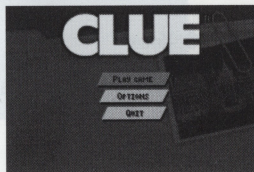
OPTIONS MENU CONTROLS		ACTIONS
Control Pad Up		Move Up
Control Pad Down		Move Down
A Button		Change Selection

After setting your options, you're ready to play Clue™.

Clue™: The Game

In Clue™, a murder has been committed and it's up to you to work out who did it, where and how.

When beginning the game, the players must choose their character, and whether that character is to be played by a human or a computer player.

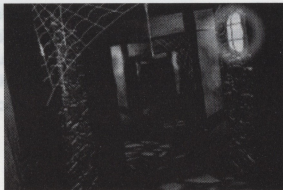
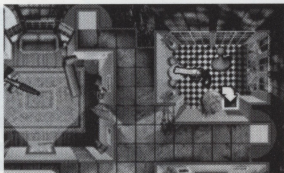


Each player then rolls the dice and the player is able to move by using the Control Pad to plan their route. If a mistake is made planning the route, pressing the B Button steps backwards. Press the A Button to move.

When making a move, players may enter or leave a room either by moving through a door, or through a Secret Passage. Players may not pass through a door that's blocked by an opponent's character. It is possible that opponents might block any and all doors and trap a player in a Room. If this happens, they must wait for someone to move and unblock a door so they can leave!



Some rooms are connected by Secret Passages. If you're in one of these Rooms at the start of your turn, you may, if you wish, use a Secret Passage instead of rolling the dice.



Making a Suggestion

When a player enters a Room, they may make a suggestion. By making Suggestions throughout the game, you can try to determine, by process of elimination, which three cards are in the Confidential Case File and identify the murderer, the weapon and the room it was committed in.

When you enter a room, you are asked if you wish to make a suggestion. If you reply Yes, you are then asked to select a suspect followed by a weapon. This then moves that Suspect and Weapon into the Room that you are in.



As soon as you make a suggestion, your opponents must try to prove it false.

Each opponent looks at their cards to see if one of the three cards that were suggested is amongst them. If the opponent player does have one of the cards named, they must show it to the player making the suggestion. If the opponent player has more than one of the cards named, they select just one to show the player making the suggestion.



If that opponent has none of the cards that the player making the suggestion named, then the chance to prove your Suggestion false goes to the next player. As soon as one opponent shows the player one of the cards that they named, it is proof that this card cannot be in the Case File and it can be checked off in your notebook.

SUSPECTS		ROOMS	
MISS SCARLETT	<input type="checkbox"/>	BALLROOM	<input type="checkbox"/>
COLONEL MUSTARD	<input type="checkbox"/>	BILLIARD ROOM	<input type="checkbox"/>
MRS. WHITE	<input type="checkbox"/>	CONSERVATORY	<input type="checkbox"/>
REV. GREEN	<input type="checkbox"/>	DINING ROOM	<input type="checkbox"/>
MRS. PEACOCK	<input type="checkbox"/>	HALL	<input type="checkbox"/>
PROF. PLUM	<input type="checkbox"/>	KITCHEN	<input type="checkbox"/>
		LIBRARY	<input type="checkbox"/>
		LOUNGE	<input type="checkbox"/>
		STUDY	<input type="checkbox"/>
WEAPONS			
CANDLESTICK	<input type="checkbox"/>		
KNIFE	<input type="checkbox"/>		
LEAD PIPE	<input type="checkbox"/>		
REVOLVER	<input type="checkbox"/>		
ROPE	<input type="checkbox"/>		
WRENCH	<input type="checkbox"/>		

Making an Accusation

If you think you've figured out which three cards are in the case file, you may, on your turn, make an accusation and name any three elements you want.

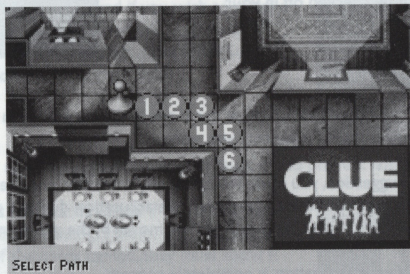
As when making a suggestion, you must pick the guilty character and the weapon together with selecting the murder room. You can make only one accusation during a game. Once a player has made an accusation, they cannot make any further moves in the game, and therefore cannot win.

You win the game if your accusation is completely correct.

Clue™: Onscreen Information

Information displayed onscreen is as follows:

- An overview of the mansion and its rooms showing the locations of the different characters and weapons.



Clue™: Controls

The game is played using the following controls:

GAME CONTROLS		ACTIONS	
Control Pad Up		Move cursor Up	
Control Pad Down		Move cursor Down	
Control Pad Left		Move cursor Left / Highlight Previous Item	
Control Pad Right		Move cursor Right / Highlight Next Item	
A Button		Confirm Path / Select Item	
B Button		Backtrack Path	
L Button		Show / Hide Cards	
R Button		Show / Hide Notebook	
START		Pause Game	
Select		Quit Game	

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Credits

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Notes

Notes

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